Project Plan
for
Illuminati Game

Distribution:

<Michell Kuang, Yosselin Velasco, Kishan Sarvaiya, Anshul Chauhan>

Table of Contents

1. Overview

This project is an attempt to create a virtual version of the board game Illuminati: The Game of Conspiracy. The goal is to make the game more easily and widely accessible by people around the world, while keeping the gameplay just as captivating. The project will come at no cost and can be played as long as the user has access to a computer that can run a game on console. While the actual project may yield a longer development time, our team is limited to the 6 week time constraint of the class. All four of our team members will be involved in the creation of this project, as well as the instructor and teacher's assistant, both of whom will aid in the outline of requirements and providing feedback.

2. Goals and Scope

2.1 Project Goals

Project Goal	**Priority**	**Comment/Description/Reference**
Functional Goals:		
Make game more easy	1	The game should be made as simple as possible for everyone to play
Technological Goals:		
Team collaboration	3	Multiplayer platform provides players to interact with each other.
Quality Goals:		
Clarify rules	2	Visual tutorial will help understanding the rules more clearly.
Quality of cards	5	Instructions of card would be more specific
Constraints:		
Java and Plug-in Development Tooling,	4	including source and developer documentation.

2.2 Project Scope

This project will consist of an internal terminal, menu-based java code that will deliver a playful game for a recommended 4-8 users. Since the game is offline, each player will

play on the same computer and swap turns as required. While this may be more troublesome than each person having their own interface, it still saves the impracticality of carrying around the physical board game. The goal is to make the game more easily accessible at all times.

2.2.1 Included

Some included functionalities of this project will be the ability to roll die, as well as alternate player turns. Also included is a virtual text version of the handbook accessible at startup. The physical deliverables of this project and their receivers are listed in the Delivery Plan in section 8.1.

2.2.2 Excluded

This project would exclude usability for tablets, mobile phones and any computer that doesn't have a Java IDE installed. There is no guarantee for this project to work on any other interface beyond the EclipseIDE embedded console. Additionally, there will not be a physical handbook included.

3. Organization

The result of the project is dependent on communication between team members to execute a functional implementation of the game. Making sure that all documentation is up to date is important because it will affect the outcome of the scope of the game as mentioned in Goals and Scope (Section 2).

3.1 Organizational Boundaries and Interfaces

The environment that this project is embedded in includes having a computer to run Eclipse. Any external stakeholders can be identified in the document referenced in <1>.

3.1.1 Receivers

Receivers are defined in the Delivery Plan in section 8.1.

3.1.2 Sub-contractors

There are no subcontractors involved in this project.

3.1.3 Suppliers

Company	**Deliverable**	**Comment**
Excel	Spreadsheet program	Will be used as an alternative

		solution for a database
Eclipse	Java IDE	Will be used to implement the game as a program

3.2 Project Organization

The project is organized into three main parts which includes project management, project internal functions, and the project team. These parts are listed in more detail below.

3.2.1 Project Manager

Role	**Name**
Project Manager	Michell Kuang
Technical Project Mgr.	Anshul Chauhan

3.2.2 Project-Internal Functions

Function	**Name**	**Comment**
System Test Lead	Yosselin Velasco	
Lead Programmer	Kishan sarvaiya	
Programmer/coder	Michell, Yosselin	
Unit tester	Kishan	

3.2.3 Project Team

Name	Availability	Comment
Anshul Chauhan	4 days/week(7hrs/day)	Technical Project Manager
Kishan Sarvaiya	4 days/week(6hrs/day)	Lead Programmer; Unit tester
Michell Kuang	5 days/week (7 hrs/day)	Project Manager; Programmer

Yosselin Velasco	5 days/week (6 hrs/day)	Lead Tester; Programmer

4. Schedule and Budget

4.1 Work Breakdown Structure

	May		June								July	
Task	30	31	4 - 6	7	11 - 13	14	18 - 20	21	25 - 27	28	2	3
Understand the basics of the game												
Write the vision document												
Assign team roles												
Discuss and plan implementation of game												
Write project plan												
Create Excel spreadsheets												
Write use cases/UML												
Write test plan												
Write program for game												
Create flow chart/diagram												
Create user manual												
Unit testing												
Submit project												

4.2 Schedule and Milestones

Milestones	Description	Milestone Criteria	Planned Date
M0	Start Project		<05-31-2019>
	Outline and analyze project production	- Stakeholders and requirements identified - Game rules fully understood	
M1	Start Planning		<05-31-2019>
	Assign roles to complete inception phase	- Roles Assigned - Scope identified - Documentation written & submitted	
M2	Start Execution		<06-08-2019>
	Implement the game into a program and test the code	- Excel Spreadsheets filled out - Eclipse program coded - Program tested	
M3	Mid-Progress Review		<06-19-2019>
	Continue to check in with all stakeholders for requirements and changes	- Documentation updated	
M4	Submit Project		<07-03-2019>
	Update all previous documentation and demo a playable program for submission	- Documentation up to date - program has basic playability - rules enforced in game	

4.3 Budget

Not applicable. Class project.

4.4 Development Process

Agile methodology applied in this project if errors come up, look at other similar error solution and try to fix with the best one of them. It will help to increase the efficiency of project completion by distributing the work at the same time

4.5 Development Environment

Item	Applied for	Availability by
Methods		
Parsing	Read from database/excel	M0
Tools		
Excel Spreadsheet	Data Storing	M2
Languages		
Java	Implementation	M4

4.6 Measurements Program

Type of data	Purpose	Responsible
Errors in program before M4		Lead Tester
Performance issues	Assess if all project requirements were met	Project manager/Technical Project Manager
Change in coding priorities before M3		Lead Programmer
Computer failure before M3	If a computer breaks down, it will slow progress	

5. Risk Management

With such a big project and a tight time constraint, multiple contingencies are expected in our project. If changes must be made, we will communicate with stakeholders about how to revise our plans. Our Lead Tester will be the primary identifier of possible risks in the program, and

will work in tandem with the Project Manager to assess such risks. As testing will be concurrent with project development, these risks will be regularly discussed at weekly meetings. Some possible risks include the implementation of our card data through Excel Sheets instead of a database, as well as ensuring functional multiplayer gameplay on one device.In such cases, we will have to verify our methods with supervising stakeholders.

6. Sub-contract Management

Not applicable. There are no subcontractors involved in this project.

7. Communication and Reporting

Type of Communication	**Method/ Tool**	**Frequency/ Schedule**	**Information**	**Participants/ Responsibilities**
Internal Communication:				
Project Meetings	Face to Face	Three times a week	Information, project status, updates, errors	Project Team
Sharing of Project Data	Face to Face	When Changes made working	All project code, documentation.	Project team
Final Project Meeting	Face to Face	M4	Final run, check all requirements met, delivering	Project team

8. Delivery Plan

8.1 Deliverables and Receivers

Ident.	**Deliverable**	**Planned Date**	**Receiver**
D1	Vision Document	6/4/19	Anthony Giacalone
D2	Project Plan	6/7/19	Anthony Giacalone
D3	Use Cases/UML	6/11/19	Anthony Giacalone

D4	Test Plan	6/13/19	Anthony Giacalone
D5	Flow Chart/Diagram	6/18/19	Anthony Giacalone
D6	User Manual	6/20/19	Anthony Giacalone
D7	Basic Playability	7/3/19	Anthony Giacalone
D8	User Interface	7/3/19	Anthony Giacalone
D9	Rule enforcement/turns	7/3/19	Anthony Giacalone

9. Quality Assurance

Unit testing will be concurrent with project development, led by the Lead Tester in this project. Criteria for quality assurance defined by the instructor can be seen in the Schedule and Budget Section 4.2. See Milestone M3.

10. Configuration and Change Management

The time constraint of this project limits the amount of substantial change that will be made on this project. However, minimal changes are anticipated. Such changes will be primarily managed by the Project Manager. In such cases, our team will address these changes on a component-by-component basis. The methodology our team aims to follow for this particular project is similar to that of Adaptive Software Development (ASD). Therefore, there will be a large focus on collaboration for tackling these changes.

11. Security Aspects

- No security agreement needed
- No regular monitoring needed
- Make sure that excel files are not altered by other functions, that are not authorized to do so, once they are saved
- Only certain authorized functions can change user data

12. Abbreviations and Definitions

IDE Integrated Development Environment

ASD Adaptive Software Development

13. References

<1> Vision Document
<2> Project Plan Template
<3> Project Plan Example

14. Revisions

Rev. ind.	**Page (P) Chapt. (C)**	**Description**	**Date Dept./Init.**
<1.0>	Entire document	Project management aspects and overview (original version)	6/6/2019
<1.0.1>	Sections 1, 2.2.1, 4.1, 4.6, 5 and 10	Added missing details in smaller sections; added missing Gantt Chart; grammar checks	6/7/2019